Check Out the Ever-Growing

LEAPSTER™

Multimedia Learning System Library!

LEAPSTER™ 1st Grade

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

Mr. Pencil's Learn to Draw and Write

Let your imagination run wild! Mr. Pencil's Learn to Draw and Write combines over 100 step-by-step lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

Available Fall 2003

Math Baseball

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning modes that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

Available Fall 2003

LEAPSTER™

Multimedia Learning System

Ages 4 and Up

Parent Guide

www.leapfrog.com

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO

Mr. Pencil's Learn to Draw & Write

Mr. Pencil's Learn to Draw and Write combines engaging lessons, tools, and games with LeapFrog's proven approach to learning. The result is a powerful creativity game that kids will want to take everywhere!

1 **Getting Started**

Insert the cartridge with the label side facing front. Press the On/Off button to begin.

2 **Game Selection Screen**

Mr. Pencil's Learn to Draw and Write has 11 creative learning games and activities. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the big blue button to start the game. To skip the intro movie, touch the screen with the stylus or press the big blue button.

To turn off the background music, touch the tab with the music note. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

CHECK OUT THE EVER-GROWING LEAPSTER™ MULTIMEDIA LEARNING SYSTEM LIBRARY!

DORA THE EXPLORER

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

Available Fall 2003

SPONGEBOB SQUAREPANTS™

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob™ has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob™ collect ingredients, create the sauce, and test it on Patrick!

LEAPSTER™ KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

A Unique Drawing Program

Mr. Pencil's Learn to Draw and Write is uniquely designed to teach children techniques that they can transfer to real paper. With the program's stylus and touch screen, children can draw directly onto the "canvas." The stylus, when applied to the touch screen, functions exactly like a pencil on paper. The program's "tutors," Mr. Pencil and Mrs. Brush, provide instructions to help children see and feel how a drawing can be done, step-by-step.

Writing Lessons

HOW IT WORKS

Mr. Pencil wants children to join in the fun as he teaches them how to write uppercase letters, lowercase letters and numbers. As he explains how to write each letter or number, gray lines appear on the screen. When Mr. Pencil finishes, a red dot marks the spot where children can begin tracing the letter or number. Mr. Pencil guides children, step-by-step, through each stroke that is needed to complete the letter or number.

Writing Lessons can be accessed by selecting Lessons from the Main Menu, then selecting Letters and Numbers.

WHAT'S BEING TAUGHT?

Letter Recognition: Children learn to identify and write capital and lowercase letters.

Number Recognition: Children learn to identify and write the numbers 0 to 9.

Fine Motor Skills: Children develop eye-to-hand coordination by tracing letters and numbers.

Directionality: Children follow lines from top to bottom, left to right.

Listening Skills: Children follow oral directions, step-by-step.

WHY IS THAT IMPORTANT?

Letters and numbers are the building blocks of all reading and math. It is, therefore, essential that children learn to write them in order to be understood in print. Tracing helps model the correct form and, combined with oral directions, it also highlights the properties that make *b* different from *d; m* different from *n; 6* different from *9;* and so on. To become fluent readers, children also need a sense of directionality to track print from left to right. Finally, good listening skills are a fundamental part of school success, since children are routinely called upon to follow directions or absorb information presented verbally.

Drawing Lessons

HOW IT WORKS

Mr. Pencil is ready to teach kids how to draw shapes, objects, and even animals! Step-by-step, he shows children how to make each drawing, and even teaches about shading and perspective. Children will be amazed by what they can create with Mr. Pencil's help!

Drawing Lessons can be accessed by selecting Lessons from the Main Menu, then selecting Drawing Lessons. From there, children can choose from the following lessons:

- Shapes
- Objects and Animals
- Shading and Perspective

WHAT'S BEING TAUGHT?

Visual Acuity and Drawing Techniques: Children learn to be careful observers of the world, while they 1) use shading to give dimensionality to an object; 2) add highlights to an object to make it look shiny; 3) apply shadows to an object to show where light is coming from; 4) play with sizes and overlapping images to show what is close and what is far away; and 5) draw diagonal lines toward a horizon as a way to show perspective.

WHY IS THAT IMPORTANT?

Viewing or "doing" art is an exercise in learning how to see. By looking more carefully at the world around them, children are fine-tuning their own perceptions, as well as acquiring skills and knowledge. They learn about volume as they add dimensionality to an object. They learn about light sources as they decide where to put a shadow. To show perspective, they must learn about proportion and the relationship of objects in space. When children create art, they are learning to develop their own sense of beauty. With increased confidence in their skill, many children will likely find in art a vehicle for self-expression.

Color Lesson

HOW IT WORKS

Roll up your sleeves! Mrs. Brush loves colors and wants to teach her "students" how to mix them! First she tells children about the primary colors—red, blue and yellow—and then she demonstrates how they can be used to make green, orange, purple and brown. Children then mix their own colors, following Mrs. Brush's example. She even teaches a lesson about hues and shades. It's easy! It's fun! And, best of all, there's no need to cover your clothes with a smock!

Color Lesson can be accessed by selecting Lessons from the Main Menu.

WHAT'S BEING TAUGHT?

Visual Acuity/Logical Reasoning/Color Theory: Identifying which colors go together to form new colors; determining how much of each color to combine to create different hues; learning how to add white or black to make different tones and shades.

WHY IS THAT IMPORTANT?

A young child's world is filled with vivid colors, from the clothes they wear to the toys in their room to the items in their classroom. Mixing colors heightens a youngster's awareness of the subtle differences around him or her—for example, there are different shades of green leaves on trees, the color of the ocean can change from blue to blue/green to blue/gray. Children are also becoming aware of a basic science concept as they observe that colors change when they are mixed together.

Coloring Book

HOW IT WORKS

It's a coloring book that comes with a painter's palette, 3 different brush widths, a pencil, an eraser, and even an instructor! Children have the choice of painting a picture they've saved from a drawing lesson, or selecting a scene from the coloring pages provided by Mrs. Brush. Their faithful instructor is there to cheer them on and help them make choices along the way.

WHAT'S BEING TAUGHT?

Creativity: Mixing and applying colors to a scene; using colors in a free-form way in order to create one's own color palette or experiment with different colors.

WHY IS THAT IMPORTANT?

Children find great pleasure in creating art. Art is an important part of their self-expression. Eventually children will develop a greater command of language, but at younger ages, art can be a direct means of conveying their thoughts and feelings. Their growing aesthetic sense will be enhanced as they learn specific skills used by professional artists.

Trace It!

HOW IT WORKS

Children are guided by Mr. Pencil to trace varied images from simple shapes to complex scenes.

WHAT'S BEING TAUGHT?

Fine Motor Skills: Developing eye-to-hand coordination via tracing.

WHY IS THAT IMPORTANT?

Eye-to-hand coordination is key to developing a legible writing style. Tracing provides a fun way to have your child practice this skill until it is mastered.

Double Doodle

HOW IT WORKS

Don't doodle alone! Mr. Pencil wants to create with you! In this activity, children take the lead and Mr. Pencil follows. Mr. Pencil observes what the child draws and then follows their example. He mimics what the child does in surprising ways! This unexpected twist makes drawing more fun and encourages children to be creative in new ways.

WHAT'S BEING TAUGHT?

Creativity; Spatial Relationships; Relative Size and Proportion.

WHY IS THAT IMPORTANT?

Free form drawing and painting is a great way to develop a child's interest and enthusiasm for art. By experimenting with where to place objects in relation to one another, and how large or small to make them, children are also developing basic concepts of science and math, as well as honing their visual acuity.

Flip Book

HOW IT WORKS

What is a flip book? It's the way cartoonists animate movement. The artist creates a series of illustrations, showing a movement from start to finish. The artist then puts the frames, or illustrations, one on top of another like the pages of a book. When you flip quickly through the series of drawings, the picture appears to move.

In this activity, Mrs. Brush explains how to make a flip book. She guides children to create a series of drawings to depict movement. The drawing area is translucent, so children can use their earlier drawings to guide each step. When they are done, children will have made an animation of 8 to 10 pages.

WHAT'S BEING TAUGHT?

Creativity, Logic, Sequencing, Looping, Physical Science and Animation Technique.

WHY IS THAT IMPORTANT?

Making a flipbook is not only creative and fun, but also a challenge to a child's thinking skills. Children need to think sequentially and ask themselves, "What happens first? Next? Last?" They also need to think logically. For example, when a ball bounces, does it always move in a straight line? The answer is that the direction in which it moves depends upon the force that is acting upon it and whether it is being pushed in a straight line or at an angle. By having to portray motion, children are learning the basic concepts of physical science.

Color Drop

HOW IT WORKS

In this timed game, children must capture 2 color droplets before they fall to the bottom of the screen. The object of the game is to match the color at the top of the screen by mixing 2 color droplets together. With each correct color mix, the game increases in difficulty by adding more—and faster falling—droplets to the screen.

WHAT'S BEING TAUGHT?

Visual Acuity: Identifying which colors go together to form new colors.

Fine Motor Skills: Developing eye-to-hand coordination by capturing moving objects in a timed game.

THE HOW-TO TIE-IN

This game provides a fun reinforcement of techniques that are taught in the *Color Lesson.*

Maze Game

HOW IT WORKS

With the help of Mr. Pencil, children navigate their way through a collection of different mazes of increasing complexity. The object is to draw a line from the beginning of the maze to the end without touching the walls of the maze or running into a dead end.

WHAT'S BEING TAUGHT?

Logical Reasoning: Determining the most efficient way to get through a maze.

Fine Motor Skills: Developing eye-to-hand coordination by tracing a line through a maze without touching the sides.

THE HOW-TO TIE-IN

This game provides a fun reinforcement of techniques that are taught in *Writing Lessons.*

Picture Challenge

HOW IT WORKS

Can children guess what Mr. Pencil is drawing? Picture clues appear at the bottom of the screen as Mr. Pencil draws one of them. The object of the game is for children to guess which one Mr. Pencil is drawing from as few clues/lines as possible.

WHAT'S BEING TAUGHT?

Visual Acuity: Recognizing parts of a whole.

Logical Reasoning: Using logic to identify an object from a partial view.

THE HOW-TO TIE-IN

This game provides a fun reinforcement of techniques that are taught in *Drawing Lessons.*

Doodle!

HOW IT WORKS

Doodle! is an open-ended activity where children can create anything they can imagine! There are lots of fun tools to use — pencil, paintbrush in four sizes, color palette, stamps, resizing tools to shrink or enlarge stamps, rotating tools to turn or adjust stamps, and an eraser.

WHAT'S BEING TAUGHT?

Creativity; Spatial Relationships; Relative Size and Proportion.

WHY IS THAT IMPORTANT?

Free-form drawing and painting is a great way to develop a child's interest and enthusiasm for art. By experimenting with where to place objects in relation to one another, and how large or small to make them, children are also developing basic concepts of science and math, as well as honing their visual acuity.

Try This at Home:

Reinforcing Writing Skills

- Play the Writing Lessons for your child. Tell your child that he or she is going to listen to Mr. Pencil's directions and follow them, step-by-step. This time, however, instead of tracing them on the Leapster, your child is going to print the letters and numbers in peanut butter spread on a cookie sheet. See how many letters your child can form correctly without benefit of the tracing lines! You can also try this on paper.

Reinforcing Drawing Skills

- Help your child draw a simple outdoor object, like a tree or a bench, at different times of the day. Apply the shadow techniques from How to Draw. Then, ask family members to look at the drawings and try to guess the time of day based on the placement of the shadows.

Reinforcing Painting Skills

- Try mixing new colors by squeezing droppers of food coloring into a divided container, such as an egg carton or muffin tin. Apply the colors to cookie batter and bake!
- Have your child try mixing colors with real paint. Observe how different amounts of colors make different shades. Use these colors to paint a beautiful picture.

U. S. Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site at *http://www.leapfrog.com/support,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do

not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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